

designating one of said third commands and

executing said designated command for said predetermined CG object.

moving said selected CG object with the movement of said pointing icon.

12. A method according to Claim 7, wherein said

step of moving said selected CG object includes the step of determining the plane on which said CG object moves in said CG studio in accordance with the values of the azimuth and the elevation of the orientation of said camera.

14. A method of editing an image displayed on a display unit, comprising the steps of:

displaying on said display unit a first command list including a command relating to at least one of speech, motion and moving image reproduction or audio reproduction set for said selected CG object and a command executed immediately before or immediately after the time when said first command is executed;

editing said selected command.

displaying at least one of modification,
change, addition and deletion on said display unit;

selecting at least one of modification,

moving the pointing icon located on said selected CG object on said display unit by manipulating said pointing device; and

18. A method according to Claim 17, wherein said step of moving said selected CG object includes the steps of:

causing the direction and amount of movement of said selected CG object to coincide with the direction and amount, respectively, of movement of said pointing icon in said CG studio coordinate system.

a CG animation generating unit coupled to
said display unit for generating an image;

a control unit for controlling said display unit, said CG animation generating unit and said recording unit;

means for designating a predetermined CG

means for displaying on said display unit a first command list relating to any one of speech, motion and moving image reproduction or audio reproduction for said image in order to edit said image;

means for selecting a command required for editing said designated CG object from said displayed first command list; and

means for executing said selected command for
said designated CG object.

20. An apparatus according to Claim 19, wherein said means for designating a predetermined CG object in said image displayed on said display unit includes:

means for determining that an area on the CG studio displayed on said display unit is selected by a pointing device;

means for determining an area of the CG object arranged on said CG studio in said CG studio coordinate system;

means for transforming an area of said CG object in said CG studio coordinate system to an area in a virtual two-dimensional coordinate system on said display unit; and

means for determining whether said CG object in an area superposed on the coordinate at said position selected by said pointing device in said two-dimensional coordinate system has been selected or not.

21. An apparatus for editing an image displayed

on a display unit, comprising:

means for reading from a memory unit the position information of a CG object located in the CG studio displayed on a display unit and the information on the position and orientation of the camera for picking up an image of said CG studio;

means for determining whether the CG object selected by a pointing device is a CG character or a property;

means for acquiring the information on the position to which a pointing icon has moved on said display unit by the operation of said pointing device;

means for moving said selected CG object to said position to which said pointing icon has moved; and

means for updating the data on the character set-up window in the case where said CG object is a CG character and updating the data on the studio set-up window in the case where said CG object is a property, based on the information on the position to which said CG object has moved.

22. An apparatus for editing an image displayed on a display screen, comprising:

means for selecting a CG object in said image displayed on said display unit;

means for displaying on said display unit a first command list including a command relating to at least one of speech, motion and moving image reproduc-

means for designating a predetermined CG
object in said image displayed on said display unit;
means for displaying on said display unit a
first command list relating to any one of speech,
motion and moving image reproduction or audio reproduc-

tion for said image in order to edit said image;

means for selecting a command required for editing said designated CG object from said displayed first command list; and

means for executing said selected command for
said designated CG object.

30. A computer program product comprising
computer readable program code means having a computer
readable medium for editing an image displayed on a
display unit, said computer readable program code means
including:

means for selecting a CG object in said image
displayed on said display unit;

means for displaying on said display unit a first command list including a command relating to at least one of speech, motion and moving image reproduction or audio reproduction set for said selected CG object and a command executed immediately before or immediately after the time when said first command is executed;

means for selecting a required command from
said first command list on display; and

means for editing said selected command.